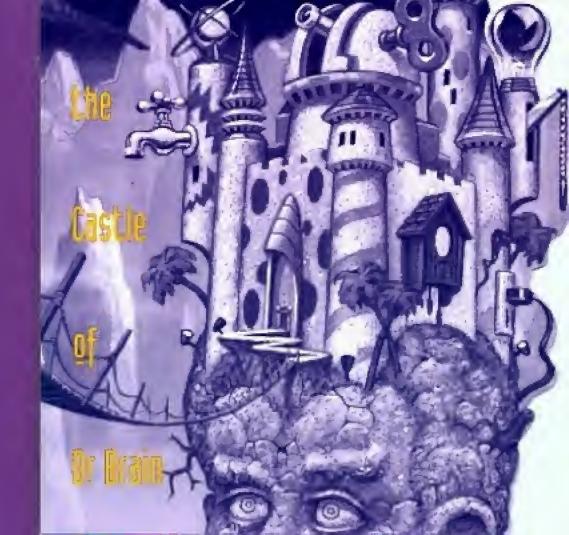




** Bridgestes is recitered to discretifying the first continuous and recitered to discretifying the first continuous and the first continuous and the first continuous and the first continuous and first continuous and







sé ime i Way Alleg

1320

Pho

English day

2155

breh

561.1

115/ nces

berns.

/yr. 1415.7

SAM

OFF

7513

delpat

latinsps.

will bit

JE Bills 51.

Na PRODA

HEVE THE

er. Sales.

1-4165

SECONDATE TO THE SHIP pareer change? Gilmantend in Count. No imperience pecesso: ry, will train. Retail anto seles. Ask for Harry, 358/491 2377

WANTED

Dr. Brain, world-famous med most, rea a little bothered by the world situation), is currently approved water Laboratory Assistant. The serve the woodd, create

Apply in person at The Castle of Dr. Busin.

I i der riefe LAB ASSISTANT d tern

> scientist (well, I'm not really candidates for the position of applicant chosen will help me amaging new inventions and clean up my secret basement

Secretary BCH, 415

56

THE CASTLE OF DR. BRAIN

Welcome to the Castle of Dr. Brain! Dr. Brain is advertising for a lab assistant and you just may be the one for the job. Bring your copy of the job ad and your best problem-solving skills, and be ready to test your brain bower.

In Dr. Brain's castle, you'll need to apply a lot of different ways of thinking to solve the puzzles Dr. Brain has set up to test job applicants. Some of the puzzle's require planning ahead, others require the ability to recognize patterns, still others depend on using logic, and all of them take persistence. If you don't solve a puzzle the first time through, keep trying.

Hint Coins

You will begin the game with one hint coin, and earn more as you solve the puzzles. If you get stuck trying to solve a puzzle, click on the coin slot in the payale window to buy help.

In some puzzles a hipt coin will buy a solution to part of the puzzle, If a coin buys a solution, spending more coins (if you have them) will buy more solutions.

In other puzzles a bint coin will buy a bint about solving the puzzle. If a coin buys a hint, you can elick on the coin slot to see the hint again. without spending more hint coins.

The more hint coins you have left over at the end of the game, the higher your score will be. Use your hint coins wisely,

Difficulty Level

You can set the difficulty level in Dr. Brain to Novice, Standard, or Expert at any time. The harder you set the difficulty, the more points you will earn for solving the puzzles.

The Puzzle Interface

Each puzzle comes up onscreen in a puzzle box. Each puzzle box has three buttons:

Coin Slot: Clicking on the coin slot button gets you help with the puzzle if you have a hint coin to buy that help. For more information on hint coins, see Hint Coins, above.

Exit: Clicking on the Exit button closes the puzzle window. If you are unable to complete the puzzle or want to quit the game or do something else in Dr. Brain's eastle, clicking on Exit will allow you to leave the puzzle and come back to it later.

Question Mark: Clicking on the question mark tells you about the puzzle: what you need to do, how to use the controls, and what kind of help your hint coins will buy.

The Dr. Brain Icon Bar

At the top of the game screen is an icon bar. Each icon represents an activity you can perform in the game. The icons in Dr. Brain are:



Looks like an eye, Choose Look when you want a description of something you see on the screen.

Do: looks like a hand. Choose Do when you want to take an action on something on the screen.

Item: looks like a picture frame. If you are not using an item from your inventory, the screen will be blank, if you are using an item, that item will be shown in the frame.

Inventory: looks like a book hag. Choose **Inventory** when you want to see what items you have picked up, or to use one of your items. For more information on Inventory, see your Sierra Came Manual.

Controls: looks like a slider har on a control panel. Choose Controls when you want to change the volume or difficulty level of the game, or when you want to save, restore, restart or quit your game.

Go Back: looks like an arrow pointing back the way you came. Choose Go Back when you want to leave the puzzle or room you are in now and go back to the room you came from.

Help: looks like a question mark. When you choose Help you will be able to get information by moving the question mark cursor on the other icons in the lcon bar.

Dr. Brain: click Dr. Brain to get a description of the room you are in.

For more information on how Icons work, see your Sierra Game Manual.

When you choose an icon, the cursor changes to reflect that item. Use the cursor on the screen to perform an action. For instance, use the eye cursor on an object on screen in look at that object. Use the hand cursor on an object to take an action on it, such as opening a drawer or picking something up. Dr. Brain Says: Amaze your friends by writing secret messages using my ultra top secret Decoder Grid! Any time you want to write something about a game or sport, just look it up on the grid. Instead of using the name of the game, use its top secret symbol equivalent. I guarantee your friends will have absolutely no idea what you're talking about!

Dr. Brain's Ultra Top Secret Decoder Grid

	₽P	OH	ħΫ	¥Φ	PH
ŏ	Hackgammon	Baseball	Basketball	Billiards	Blackjack
Q	Bowling	Bridge	Checkers	Chess	Cribbage
Ð	Dominos	Football	Golf	Hearts	Hockey
21	Hárácshués	Jacks	Jigsaw	Poker	Pool
H	Pozale	Sector	Spales	Tennis	TicTac'l'oc

For example, when you want to say Backgammon, the code would be ♥♥₽, Soccer would be HIOH , and Chess is ♥♥⊕.

